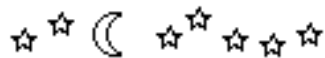


MEPBM Games
presents

Middle-earth Play-By-Mail™
Fourth Age, circa 1000



GAME # ?



Dwarves

Victory points : 0
Victory Conditions :

- To hold at game end the population center of The Lonely Mountain at 3107.
- To hold at game end the artifact: The Arkenstone #8.
- To see to the termination of Bolg by any means whatsoever.
- To see to the termination of Thranduil by any means whatsoever.
- To hold at game end the population center of Yalúmea at 3002.

Special Nation Abilities :

- #03 Scout/recon at minimum 50 (all characters).
- #06 Armies lose no morale for force march.
- #15 All new HI recruits start at training 30.
- #21 Hire new armies at no cost.

Internet G00?N13
NONE
NONE
NONE
NONE

| | | |
|-----------------|---|---------|
| Game # | : | ? |
| Player # | : | 13 |
| Turn # | : | 0 |
| Account | : | \$ 0.00 |
| Free Turns | : | 0 |
| Security Code | : | 9162 |
| Special Service | : | YES |

ARMIES AND NAVIES

Army Commander : Regent Dain II Location : @ 3707 in Hills & Rough Climate is Cold

Army morale : 50 Warships : 0 Transports : 0 (12) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|------------------------------------|----------|--------|---------|----------|----------------|
| Dwarven footsoldiers w/war hammers | 40 | 50 | 30 | 3000 | Heavy Infantry |
| Baggage Train Leather | Bronze | Steel | Mithril | | |
| Weapons | - | 0 | 0 | 0 | |
| Armor | 0 | 0 | 0 | 0 | |
| Food | 30000 | | | | |
| War machines | 0 | | | | |

The Major Town/Keep of Iron Hold flying the flag of the Dwarves is here.

COMPANY COMMANDERS :

None

MARKET PRICES

| Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|-------|--------|--------|
| Market units available | 6000 | 4000 | 3000 | 500 | 25000 | 5000 | 2000 |
| Purchase at market price/unit | 12 | 19 | 18 | 139 | 3 | 15 | 30 |
| Sell to market price/unit | 8 | 12 | 12 | 92 | 2 | 10 | 20 |

MISCELLANEOUS**Maintenance Costs expected next turn are:**

| | |
|-----------------|--------------|
| Armies/Navies : | 12000 |
| Pop Centers : | 7500 |
| Characters : | 7000 |
| Total : | 26500 |

| | |
|------------------------------|---------------|
| Current Tax rate : | 60% |
| Revenue expected next turn : | 24360 (-2140) |
| Current Gold reserve : | 10000 |

Totals for Nation:

| | Stores | Production |
|---------|--------|------------|
| Leather | 0 | 140 |
| Bronze | 132 | 283 |
| Steel | 0 | 138 |
| Mithril | 18 | 18 |
| Food | 15500 | 0 |
| Timber | 0 | 212 |
| Mounts | 0 | 16 |

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

| Name of artifact | Item | # | Latent | Alignment | Known Powers |
|-----------------------|---------|-----|--------|-----------|--|
| The Arkenstone | Orb | 8 | No | None | SCRYING - "Scout Area" on any hex. |
| Bracers of Chennacatt | Bracers | 17 | Yes | None | Increases Command Rank by 10. |
| Ironfoot's Hammer | Hammer | 43 | No | Good | COMBAT - Increases damage by 500 points. |
| The One Ring | Ring | 45 | Yes | None | Increases Stealth Rank by 40. |
| Sting | Dagger | 116 | No | Good | COMBAT - Increases damage by 500 points. |

You have hidden the following additional artifacts:

None

NATION MESSAGES

*Your enemies the Goblins begin the game at 3104,3203,2802,2902,3003,2904,3103,3303,3002,3405,3207
Your enemies the Warg Riders begin the game at 2604,2708,3004,2808,2807,2703,2606,2809,2811,3011*

Your nation's allies begin the game at the following hexes

Reports of Elves at 2912,2907,3010,2806,2908,2608,2909,2906,2706,2707

Reports of Northmen at 3209,2810,2910,2610,3105,3007,3311,3109,3110,3211,3009,3206,3409,3411,3310

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

STANDBY LIST.

The new standby list is now on the account front sheets (page 2). The positions on the list are those that are considered viable nations by the software. If you have any queries regarding stand-by's then please call me.

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list. If you have any questions, feel free to contact our office.

ORDERS GIVEN

None

Bilbo Baggins



Ranks : Command 0 Agent 20 Emissary 0 Mage 0
 Health 100+ Stealth 40 (80) Challenge 25
 Artifacts : #45 The One Ring #116 Sting√
 Spells (+0) : None

He is currently in the Mountains at 3107. The Camp/Castle of The Lonely Mountain flying the flag of the Dwarves is here.

Bombur



Ranks : Command 30 (40) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : #17 Bracers of Chennacatt
 Spells (+0) : None

He is currently in the Hills & Rough at 3506. The Town/Tower of Naugrim flying the flag of the Dwarves is here.

Dain II



Ranks : Command 60 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 70
 Artifacts : #43 Ironfoot's Hammer√
 Spells (+0) : None

He commands an army in the Hills & Rough at 3707. The Major Town/Keep of Iron Hold flying the flag of the Dwarves is here.

Fili



| | | | | |
|-------------|--------------|-----------|--------------|--------|
| Ranks | : Command 20 | Agent 30 | Emissary 0 | Mage 0 |
| | Health 100 | Stealth 0 | Challenge 27 | |
| Artifacts | : None | | | |
| Spells (+0) | : None | | | |

He is currently in the Hills & Rough at 3607. The Town/Fort of Caras Galan flying the flag of the Dwarves is here.

Gloin



| | | | | |
|-------------|--------------|-----------|--------------|--------|
| Ranks | : Command 20 | Agent 20 | Emissary 0 | Mage 0 |
| | Health 100 | Stealth 0 | Challenge 23 | |
| Artifacts | : None | | | |
| Spells (+0) | : None | | | |

He is currently in the Hills & Rough at 3707. The Major Town/Keep of Iron Hold flying the flag of the Dwarves is here.

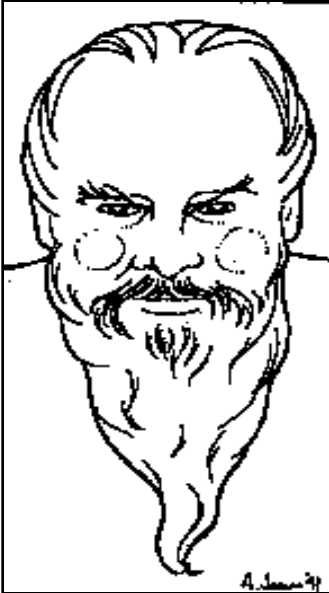
Kili



| | | | | |
|-------------|-------------------------|-----------|--------------|---------|
| Ranks | : Command 40 | Agent 0 | Emissary 0 | Mage 10 |
| | Health 100 | Stealth 0 | Challenge 42 | |
| Artifacts | : None | | | |
| Spells (+0) | : #228 Frost Balls(100) | | | |

He is currently in the Hills & Rough at 3707. The Major Town/Keep of Iron Hold flying the flag of the Dwarves is here.

Oin



Ranks : Command 20 Agent 20 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 23
Artifacts : None
Spells (+0) : None

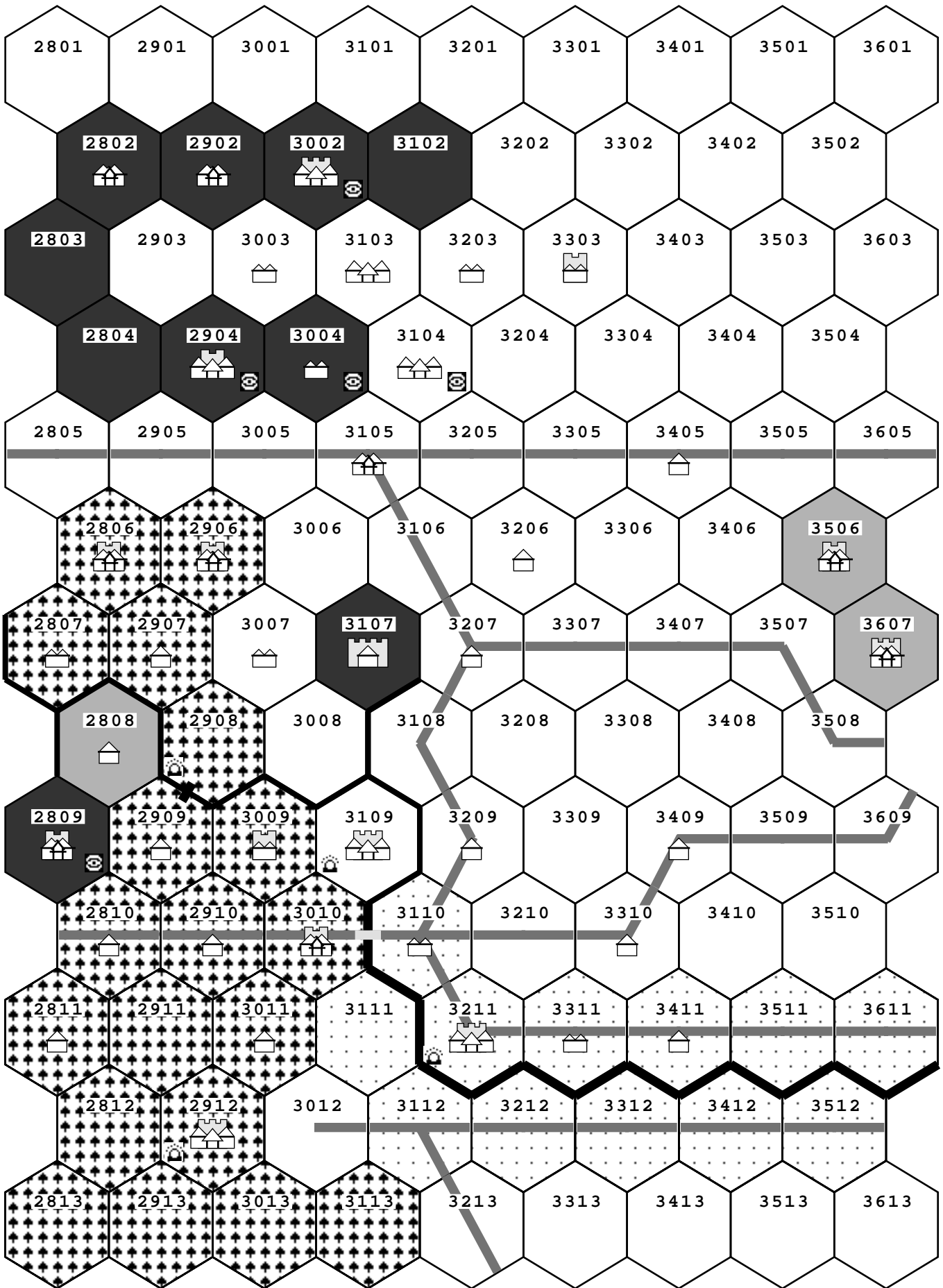
He is currently in the Mountains at 3107. The Camp/Castle of The Lonely Mountain flying the flag of the Dwarves is here.

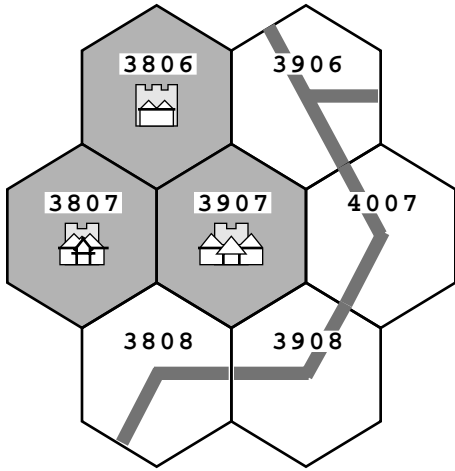
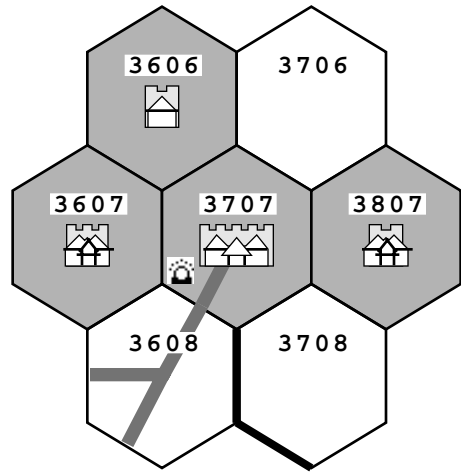
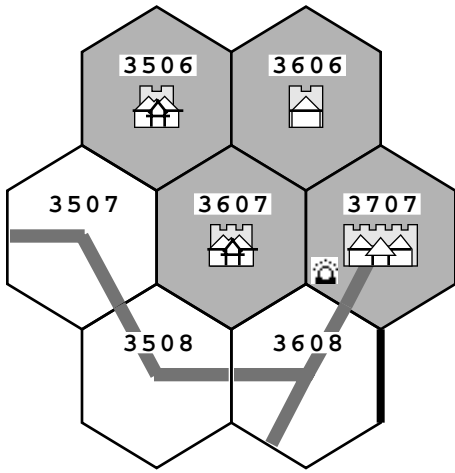
Thorin



Ranks : Command 60 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 75+
Artifacts : #8 The Arkenstone
Spells (+0) : None

He is currently in the Mountains at 3107. The Camp/Castle of The Lonely Mountain flying the flag of the Dwarves is here.

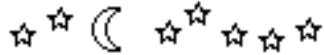




MEPBM Games Middle-earth Play-By-Mail™ Fourth Age, circa 1000

Dwarves

URNSHEET



Game # ?



NONE
NONE
NONE
NONE

Game # : ?
Player # : 13
Turn # : 1
Security # : 9162

Return this turnsheet before Due Date

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Bilbo Baggins (ID: bilbo) @ 3107 Agent

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Bombur (ID: bombu) @ 3506 Command

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Dain II (ID: dain) @ 3707 Command

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Fili (ID: fili) @ 3607 Command Agent

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Gloin (ID: gloin) @ 3707 Command Agent

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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| | | | _____ | | | | | | | | _____ | | | | |

Kili (ID: kili) @ 3707 Command Mage

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Oin (ID: oin) @ 3107 Command Agent

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

Thorin (ID: thori) @ 3107 Command

| | | | | | | | | | | | | | | | |
|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |
| | | | _____ | | | | | | | | _____ | | | | |

How did you hear?

How did you hear about your game?
(skip this if you are currently in a ME-PBM game)
Magazine ad _____
If yes, then which magazine? _____
A friend _____
If yes, then who? _____
Other (specify) _____

Special Service

Special service turns are mandatory in our games, however special service turns are free.
For details, see House Rules and Procedures.

Standby Players

If you are an experienced ME-PBM player - would you like to have your name placed on our "STANDBY" player list. Contact MEPBM Games if you have any questions.

YES NO
If "YES", can you provide MEPBM Games with a contact phone number

[Include Area code] Days: Evenings:

Emergency Contact Number

From time to time, MEPBM Games has need to contact players regarding game actions, turnsheet reception problems, etc... For MEPBM Games to be able to reach players in such instances, day or evening, we need an emergency contact phone number, e-mail address, fax number, etc... We will not call unless necessary, but having such information could help us all avoid missed turns or orders.

[Include Area code] Days: Evenings:

[Include Area code] Fax: E-mail:

Thanks for your help and good luck in the game!!

